

Arena

Land

{3}, {T}: Choose a creature you control. An opponent chooses a creature he or she controls. Tap both creatures. Each of those creatures deals damage equal to its power to the other.

Giant Badger

{1}{G}{G}

Creature -- Badger

2/2

Whenever Giant Badger blocks, it gets +2/+2 until end of turn.

Mana Crypt

{0}

Artifact

At the beginning of your upkeep, flip a coin. If you lose the flip, Mana Crypt deals 3 damage to you.

{T}: Add two colorless mana to your mana pool.

Nalathni Dragon

{2}{R}{R}

Creature -- Dragon

1/1

Flying, banding

{R}: Nalathni Dragon gets +1/+0 until end of turn. If this ability is played four or more times during this turn, sacrifice Nalathni Dragon at end of turn.

Sewers of Estark

{2}{B}{B}

Instant

Choose one -- Target attacking creature is unblockable this turn; or prevent all combat damage that would be dealt by target blocking creature and all creatures it's blocking this turn.

Windseeker Centaur

{1}{R}{R}

Creature -- Centaur

2/2

Attacking doesn't cause Windseeker Centaur to tap.